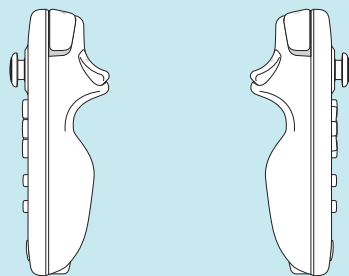
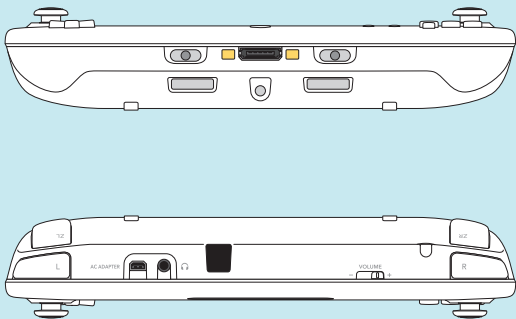
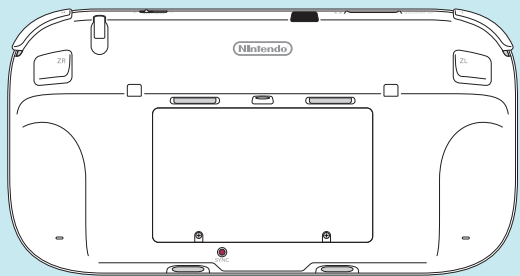


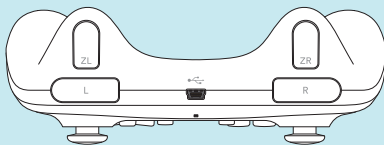
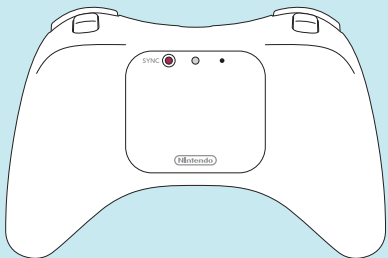
Wii U Artwork Collection
(for E-Manuals and Printed Materials)

Date Created	2012/07/06
Revision Date	2013/10/04

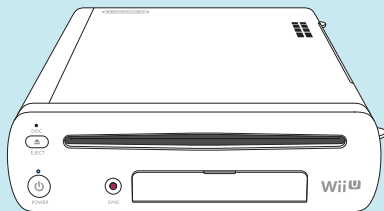
Wii U GamePad / Wii U Pro Controller



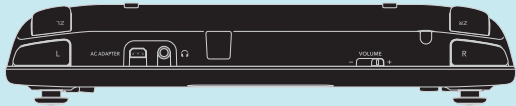
Note: Normally, you should use illustrations that show the HOME Button LED unit.
The HOME Button LED only lights up when notifications have arrived.
Use layers to switch between on and off for the HOME Button LED



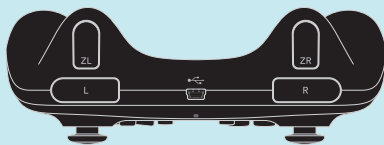
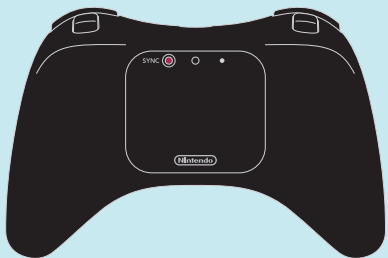
Wii U Console



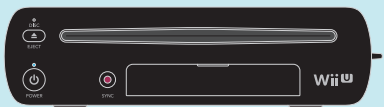
Wii U GamePad / Wii U Pro Controller



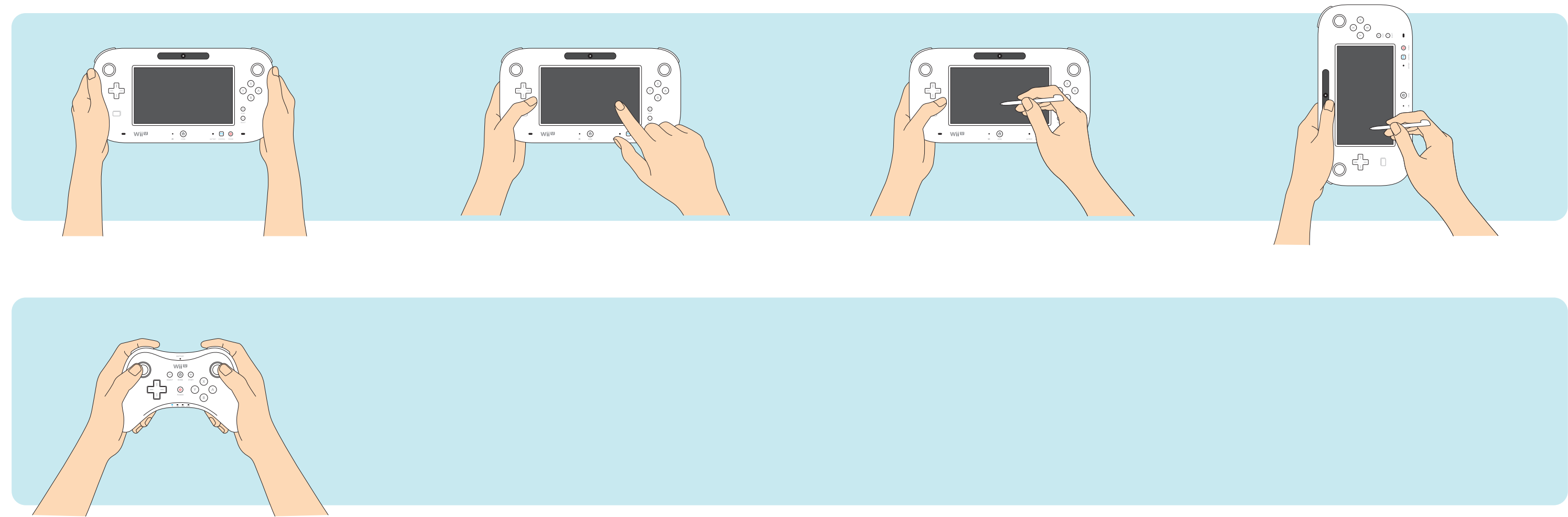
Note: Normally, you should use illustrations that show the HOME Button LED unlit.
The HOME Button LED only lights up when notifications have arrived.
Use layers to switch between on and off for the HOME Button LED



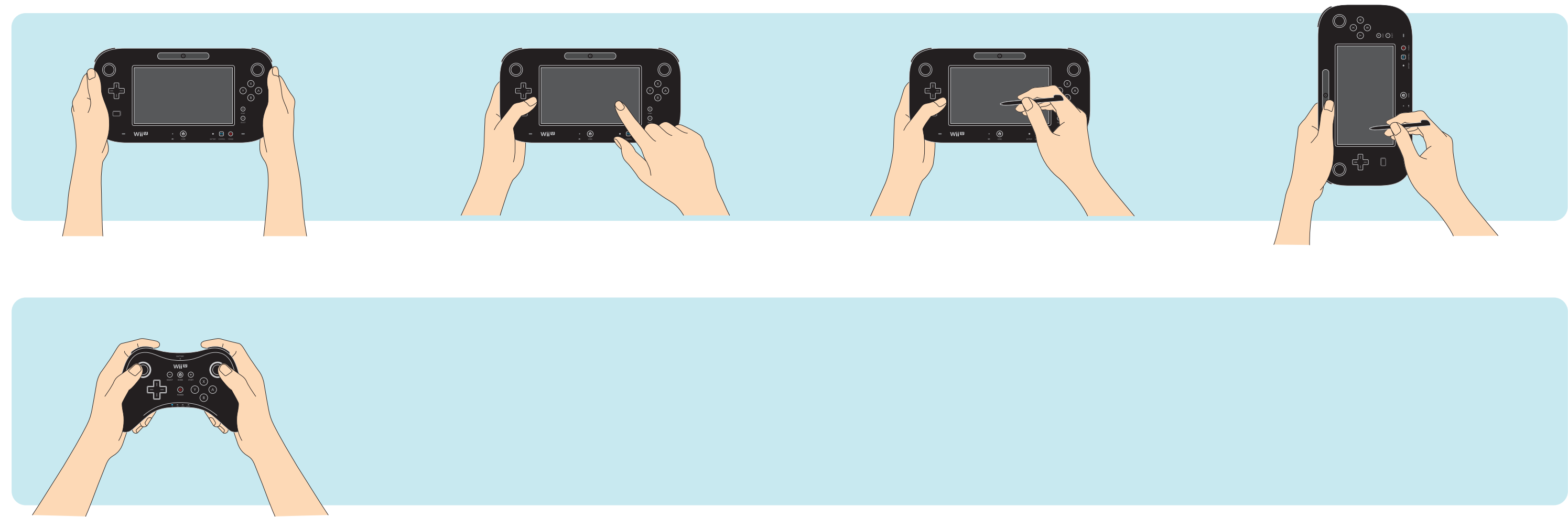
Wii U Console



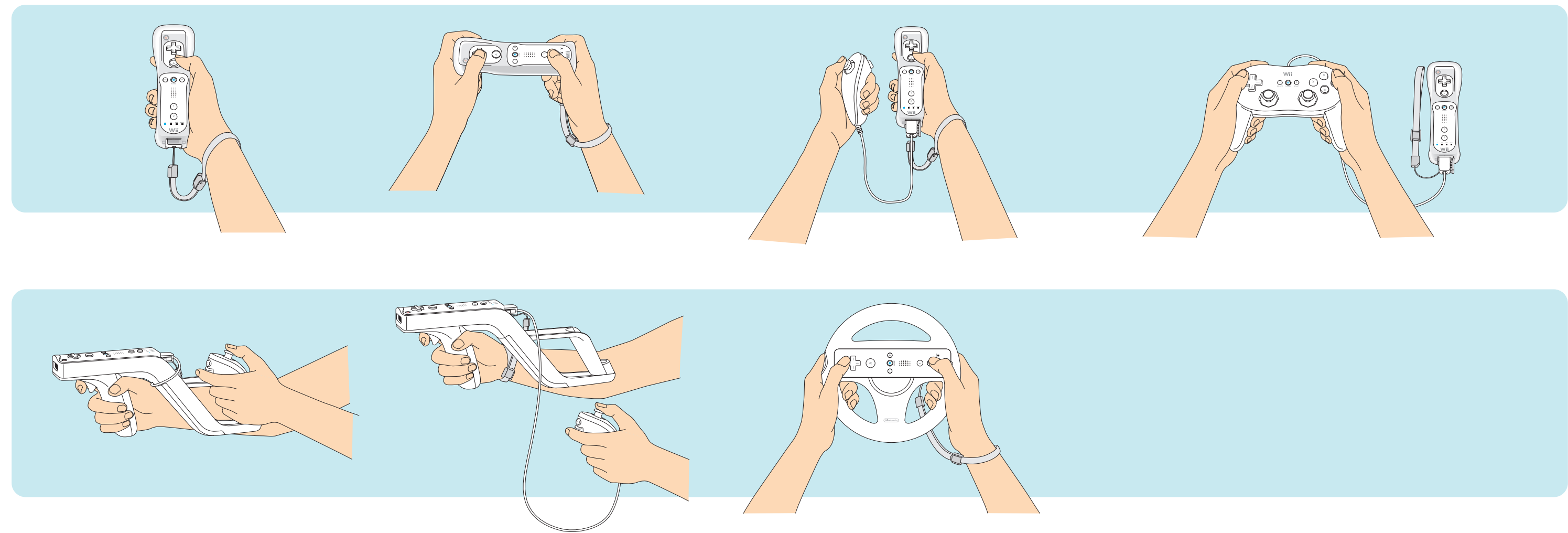
How to Hold the Controller



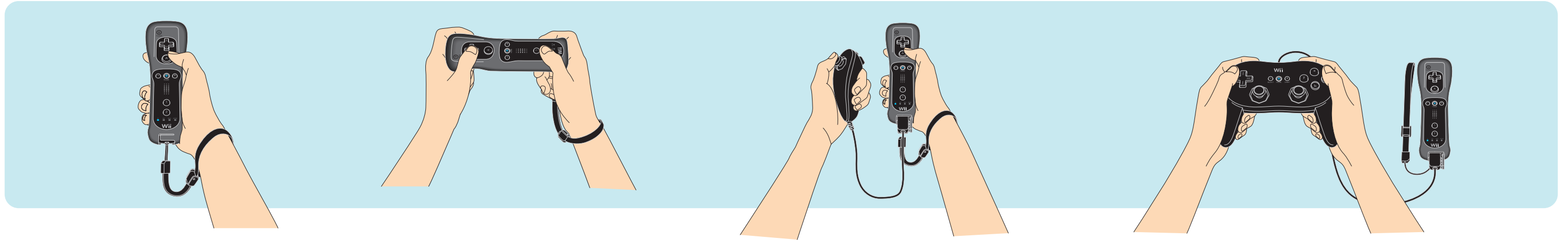
How to Hold the Controller



How to Hold the Controller



How to Hold the Controller



Wii Remote / Wii Remote Plus / Classic Controller Pro



Wii Remote Plus and Nunchuk



Wii Remote with the Nunchuk or Classic Controller Pro



Note: This illustration is of the Wii Remote Plus, but it may also be used as an illustration for the Wii Remote.

Wii Remote / Wii Remote Plus / Classic Controller Pro



Wii Remote Plus and Nunchuk



Wii Remote with the Nunchuk or Classic Controller Pro



Note: This illustration is of the Wii Remote Plus, but it may also be used as an illustration for the Wii Remote.

Compliance With Nintendo Artwork Guidelines

The line art and the rules in this package are intended to be for general-purpose use and are approved for use as long as the rules in this document are followed. If you opt to use customized line art, you must have those art assets approved by Nintendo, and their use will be subject to review by Lotcheck.

Media-Specific Console, Controller, and Accessory Icons

There are certain types of media that have specialized line-art style accessory icons already prepared. For these packages, it is strongly recommended that you use the purpose-built icons provided specifically for the media in question.

1. Physical Media (packaging, labels, printed instruction booklets, reply cards, posters, etc.)

NOA: Please see the "Publisher Packaging Guidelines" in the Licensing area of WarioWorld. In particular, the "Wii U Title Sheet Package Template" (WiiU_L_package_CMYK.ai) has pre-approved accessory icons for use on the title sheet.

Link: <https://www.warioworld.com/licensing/packaging/wiiu/>

NOE: Please see the "Wii U Guidelines" in NOE Fileshare Server.
Link: <https://fileshare.nintendo-europe.com>

2. Electronic Manuals ("E-Manuals")

NOA/NOE: Please see the latest version of the Wii U E-Manual Templates available on WarioWorld. These packages have controller and accessory icons already set up in the proper format, and PDF files within the package explain how to use them. Please note that NOA and NOE have their own icons, and that there are different icons for standard applications and Virtual Console games.

Link: <https://www.warioworld.com/wiiu/downloads/displaybytag.asp?TagId=294>

Notes Regarding the Wii U Artwork Collection

Introduction

- This PDF file contains the CMYK version of illustrations for printed materials. The CMYK and RGB versions differ in the following points:
 - The RGB version does not contain accessory icons.
 - Artwork for e-manuals is provided in the Wii U E-manual Templates (WiiU-ManualTemplates-X_X-XXXXXXXXX-NOA.zip).

How to use the Artwork Collection

- CMYK version: Please use for print media.
- RGB version: Please use for media other than print (such as e-manuals).

Size

- Arbitrary (although aspect ratio is fixed).
Note: When reducing/enlarging illustrations, also reduce/enlarge the line width by the same ratio.

Color

- Fixed value (modification prohibited).

Shape

- Do not change.

Other

- Do not use artwork from the Wii U Artwork Collection (for E-Manuals and Printed Materials) in application development.